<b>Advanced M</b>	azes &	Rats
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Name:				
STR:(	) if 13	+: add mod	to each HD	
DEX:(	) if 13	+: add mod	to defense	
WIL:(	) if 13	+: add mod	to skill po	oints
Level:	_ Hit dic	e:	HP:	
+To-hit:	Defens	e:	Armor:	
Skills:	_ Divine lv	1: A	arcane lvl:	
Spells:				
1	lst 2nd	3rd	4th	5th
Boons		B: +1	to-hit, C:	+1 skill
Starting:				B/C/F/W
Starting:				B/C/F/W
Class (3):				B/C/F/W
Utility (5):				B/C/F/W
Class (7):				B/C/F/W
Utility (9):				B/C/F/W
Capstone (10):				B/C/F/W
Gear and notes				

Ability	3	4-5	6-8	9-12	13-15	16-17	18
Modifier	-3	-2	-1	0	+1	+2	+3

Rolling: 2d6 + ability modifier vs difficulty and threshold. Advantage grants bonus dice, disadvantage forces penalty dice. Still only keep two, unless you crit or have a special. Most rolls only succeed when total >= difficulty. "Best effort" rolls always succeed.

## Celestial dice

Total < difficulty	new moon (half of moon die)
<pre>Difficulty &lt;= total &lt; (difficulty + threshold)</pre>	moon (second highest die)
Total >= (difficulty + threshold)	sun (highest die)
Special	eclipse (sun die + new moon die)

Combat: Initiative is d6+highest DEX per side, alternating activations. Attack with STR (melee) or DEX (ranged) against defense and armor. Damage is celestial die, plus new moon if using 2h melee or double 1h melee. Unarmed attacks lower celestial die by one step. If you exceed defense+armor, deal bonus damage equal to difference. Damage goes to HP until 0, then abilities. When first ability goes below 3, unconscious. When last ability goes below 3, dead.

## Level Benefits

- Hit die: 1d4, all weapons proficiency, shield proficiency,
  gain 1 skill point and two starting boons
- 2 Gain a hit die (2d4 total), increase an ability score by 1
- 3 Gain a class boon
- 4 Gain a hit die (3d4 total), increase an ability score by 1
- 5 Gain a utility boon
- Gain a hit die (4d4 total), increase an ability score by 1
- 7 Gain a class boon
- 8 Gain a hit die (5d4 total), increase an ability score by 1
- 9 Gain a utility boon
- Gain a hit die (6d4 total), increase an ability score by 1, gain a capstone boon